













Now watch for radar blips to appear on the Radar/Sonar screen (to the left of the Main Control Panel). The Radar/Sonar display shows either active radar or sonar — both cannot be active at once. Your flagship is the blip in the centre of the display. Other ships will appear as vertical slashes (|), and aircraft will appear as horizontal slashes (—). Your blips are blue, and the enemy's are orange or red. Since the game, at this point, is still running in real-time, you should probably use the Time Compression feature so you won't have to wait too long for something to happen. Press the + key until the time compression number in the lower right-hand corner of the screen reads "16." The game is now running at 16 times normal speed; i.e., 16 seconds of game time elapse in 1 second. But be sure to hold your finger over the N key so you can quickly set time compression back to normal (1) if you get a "Lock-on" warning.

- ③ **Target Radar Contacts and Activate Weapon:** Once a blip, other than your own ship, appears on your Radar/Sonar display, press N to set time compression back to normal. Use the joystick to move the highlight until the TAR control on the Main Control Panel is selected, and press the joystick button to target the blip in the Binocular View (near the top of screen). Press the button again to toggle to the next if there are multiple targets. The readouts on each side of the Binocular View show you the target's range, bearing, heading, and speed (read section "6.1.5. Weapons" in the manual if you want a detailed explanation of these concepts), and the targeted blip on the Radar/Sonar view will be bracketed ([-]). If the blip is a missile or enemy plane, use the joystick to move the highlight to the Ordnance Board at the right-hand side of the screen, and select the Anti-Aircraft (AA) Missile system. Press the joystick button to activate the system (its picture will light up). Use the same procedure if the target is a hostile ship, except select the Short Range (SR) Missile system. Remember that the object of the first scenario is to protect yourself and neutral ships, don't play the aggressor. Fire only if fired upon. If you receive the Lock-on warning from the Threat Receiver, then you have been fired upon and you can now target the incoming missile and attacker in the same way you targeted other vessels.
- ④ **Fire and Kill Incoming Threats:** When you think the hostile target is within range, press the joystick button to fire the activated missile system. If the target is out of range, the targeting computer will tell you so with a message. If the target is within range, you'll get a launch message when your missile is away. Now you can target your own missiles in the Binocular View and track their progress toward the target(s). If you detect more incoming missiles, target them and launch one of your anti-aircraft missiles for each of the incoming missiles.
- ⑤ **Watch for Enemy Patrols, Target and Dispatch Them:** Now watch your Radar/Sonar display for incoming enemy patrol vessels or planes. Keep an eye on the neutral oil tankers as well; don't let the enemy destroy them. Target each enemy vessel in the Binocular View. If you have used all your missiles, you can use your Dual-Purpose Cannons to defend yourself or neutral ships (activate the cannons in the same way you activated the missiles in step 9). Press the G key to turn on manual targeting (a crosshair appears in binocular view). Move the joystick to position the targeting crosshair and press the joystick button to fire a shell.

At the end of the scenario, you'll be ranked on your performance, and whether or not you completed the scenario objective (described in the scenario description you read in step 2 above). Read section "2.3. Scoring" in the manual for a detailed description of the ranking method.

#### Strike Fleet Hints & Tips

-  Always aim your dual-purpose cannons using the Gun command and crosshairs. The cannon auto-aiming mechanism is not very accurate, and you'll probably just waste a lot of shells unless you do it yourself.
-  If your ship sinks while you're on the Bridge, you'll have to use the Change Bridge command or else you'll just sit on the ocean floor while the battle rages above you.
-  Use low time compression while in the CIC so you can keep track of events that may otherwise occur too quickly to follow.
-  Strike Fleet cadets learn to control their ships with a joystick. Strike Fleet commanders realize the importance of learning to use the Keyboard Equivalents if they want to sail another day. Why? Because using the keyboard is faster than the joystick.
-  All the vessels in your fleet that are currently on autopilot will follow the orders you give from the Bridge of your flagship.
-  You must split your fleet into multiple task forces for some scenarios. Put them in the order you want before you leave the Shipyard, so they'll be grouped in sequence when you move from ship to ship.
-  You can't set destinations for individual ships if the flagship has reached its destination. Set a new destination for the flagship first.
-  You need a formatted, blank data disk in order to save scenarios and campaigns. Make sure you have one ready before you start Strike Fleet. You can only save one scenario and campaign per data disk.
-  If you play a campaign, you must save it to disk after each scenario. The program will prompt you to insert your data disk and press the S key to save. Restart the campaign with the Resume Campgn command at the Strike Fleet Command screen.
-  If you want to save an individual scenario within a campaign before it is finished, press Shift-S and follow the onscreen instructions. Select Resume Scen from the Strike Fleet Command screen to finish the scenario and continue with the campaign.